



IN THE CLAIMS

1. (currently amended) A method for providing game information to a user, comprising:
monitoring a state of a character in a game environment; and
presenting game information to the user based on the state of the character in the game environment, the game information being presented to the user as a modification of the character within a context of the game environment and without using indicators extraneous to the game environment,
wherein the modification of the character comprises a visual modification of an aspect of the character not controlled by the user,
wherein the game information provided through the visual modification of the character does not obstruct a view of the game environment, and
wherein the game information provided through the visual modification of the character is associated with an objective to be accomplished in a game.
2. (original) The method of claim 1, wherein the state of the character is a position of the character.
3. (original) The method of claim 1, wherein the state of the character is an action of the character.
- 4-5. (cancelled)
6. (currently amended) The method of claim [[5]] 1, wherein the visual modification of the character comprises modifying a direction of orientation of a head of the character within a range of motion appropriate to the character.
7. (original) The method of claim 1, wherein presenting game information further comprises presenting audio information.

8. (original) The method of claim 7, wherein the audio information is presented to the user as statements by another character in the game environment.

9. (original) The method of claim 8, wherein the other character is a companion to the character that is present with the character throughout the game environment.

10. (currently amended) A system for providing game information to a user, comprising:

a visual information module configured to visually provide game information to [[a]] the user by modifying an aspect of a character within a context of a game environment and without using indicators extraneous to the game environment,

wherein the modified aspect of the character comprises an aspect of the character not controller by the user,

wherein the game information provided through the visual modification of the character does not obstruct a view of the game environment, and

wherein the game information provided through the visual modification of the character is associated with an objective to be accomplished in a game.

11. (previously presented) The system of claim 10, further comprising an audio information module configured to audibly provide game information to the user by initiating playback of audio signals that represent statements between characters in the game environment.

12. (currently amended) The system of claim 10, wherein the visual information module is further configured to monitor a state of the character in the game environment and modify the character based on the state of the character.

13. (original) The system of claim 12, wherein the state of the character is a position of the character.

14. (original) The system of claim 12, wherein the state of the character is an action of the character.

15. (original) The system of claim 10, wherein the visual information module is further configured to modify a direction of orientation of a head of the character within a range of motion appropriate to the character.

16. (cancelled)

17. (currently amended) The system of claim 11, wherein the audio information module is further configured to monitor a state of the character in the game environment and to select an appropriate audio signal of the audio signals based on the state of the character.

18. (original) The system of claim 17, wherein the state of the character in the game environment is a position of the character.

19. (original) The system of claim 17, wherein the state of the character in the game environment is an action of the character.

20. (currently amended) A computer- An electronic readable medium having embodied thereon [[a]] at least one program, the at least one program being executable by a machine computer to perform a method for providing game information to a user, the method comprising:

monitoring a state of a character in a game environment; and
presenting game information to the user based on the state of the character in the game environment, the game information being presented to the user as a modification of the character within a context of the game environment and without using indicators extraneous to the game environment,

wherein the modification of the character comprises a visual modification of an aspect of the character not controlled by the user,

wherein the game information provided through the visual modification of the character does not obstruct a view of the game environment, and

wherein the game information provided through the visual modification of the character is associated with an objective to be accomplished in a game.

21. (currently amended) A system for providing game information to a user, comprising:

means for monitoring a state of a character in a game environment; and

means for presenting game information to the user based on the state of the character in the game environment, the game information being presented to the user as a modification of the character within a context of the game environment and without using indicators extraneous to the game environment,

wherein the modification of the character comprises a visual modification of an aspect of the character not controlled by the user,

wherein the game information provided through the visual modification of the character does not obstruct a view of the game environment, and

wherein the game information provided through the visual modification of the character is associated with an objective to be accomplished in a game.